

Twittering: metirigroup

A Ripple Effect: 21st Century Innovations That Matter

Cheryl Lemke
Metiri Group

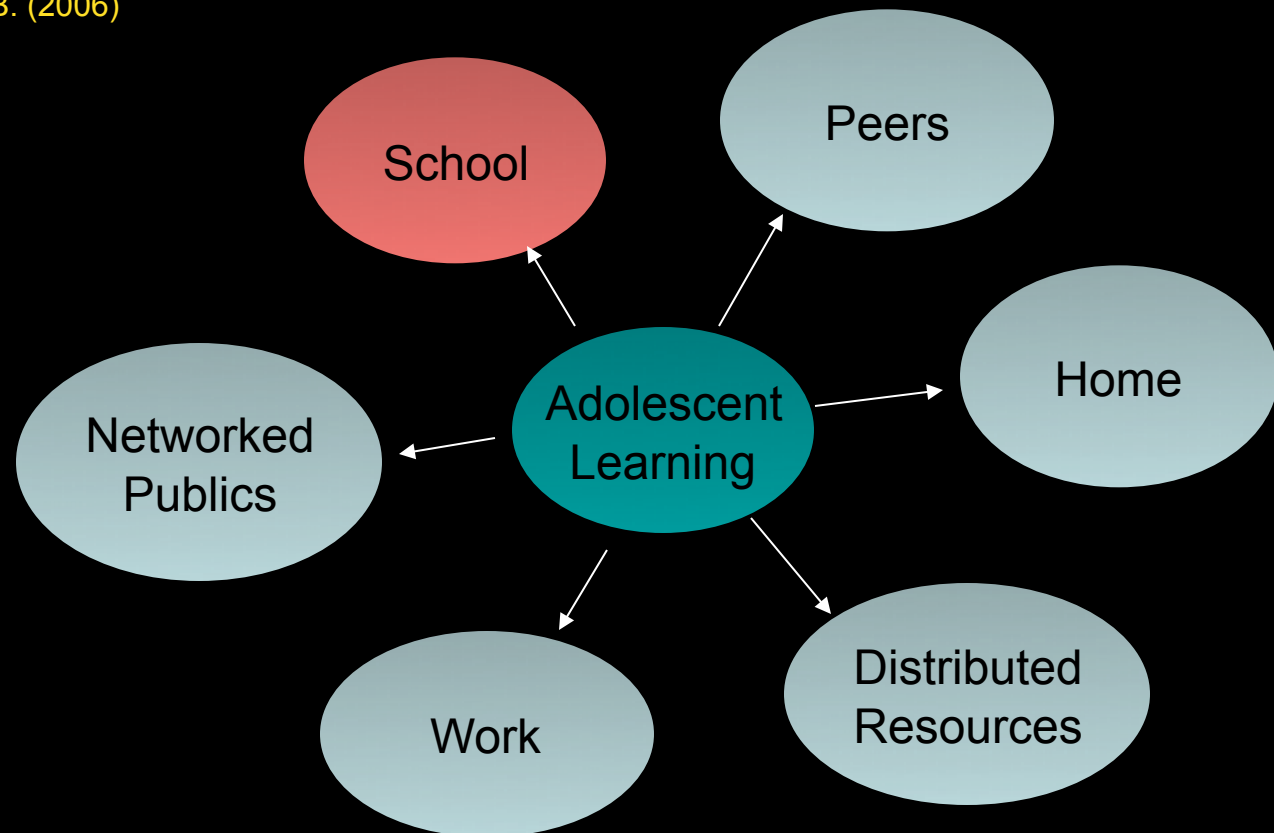
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Our hour...

- Ripple effect on adolescents...
- Ripple effect on educators...
- Ripple effect on schools...

adolescent learning 2.0

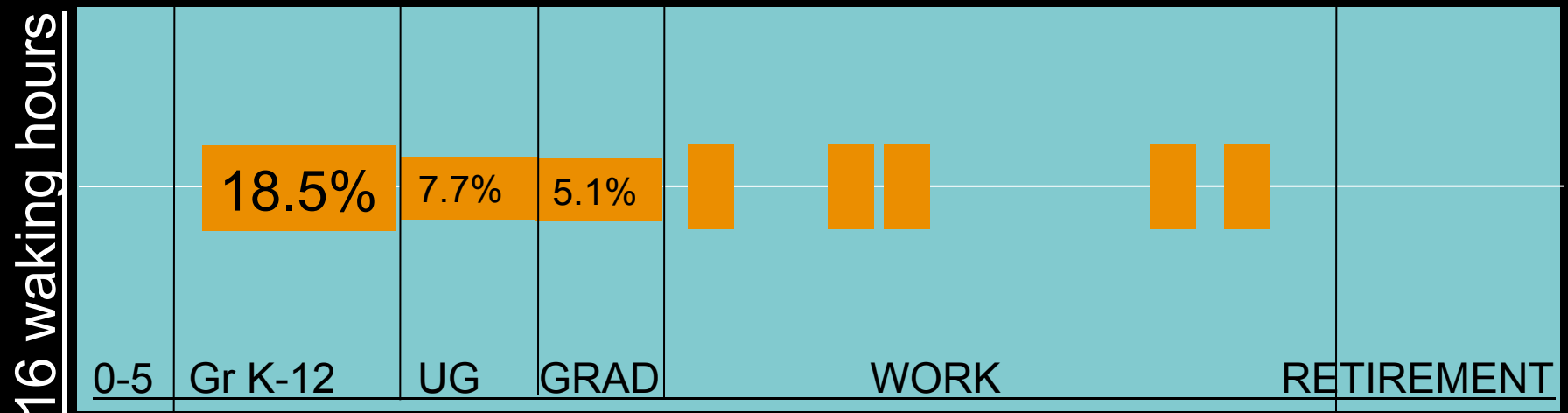
Barron, B. (2006)



1

Patterns in Adolescent Online Participation

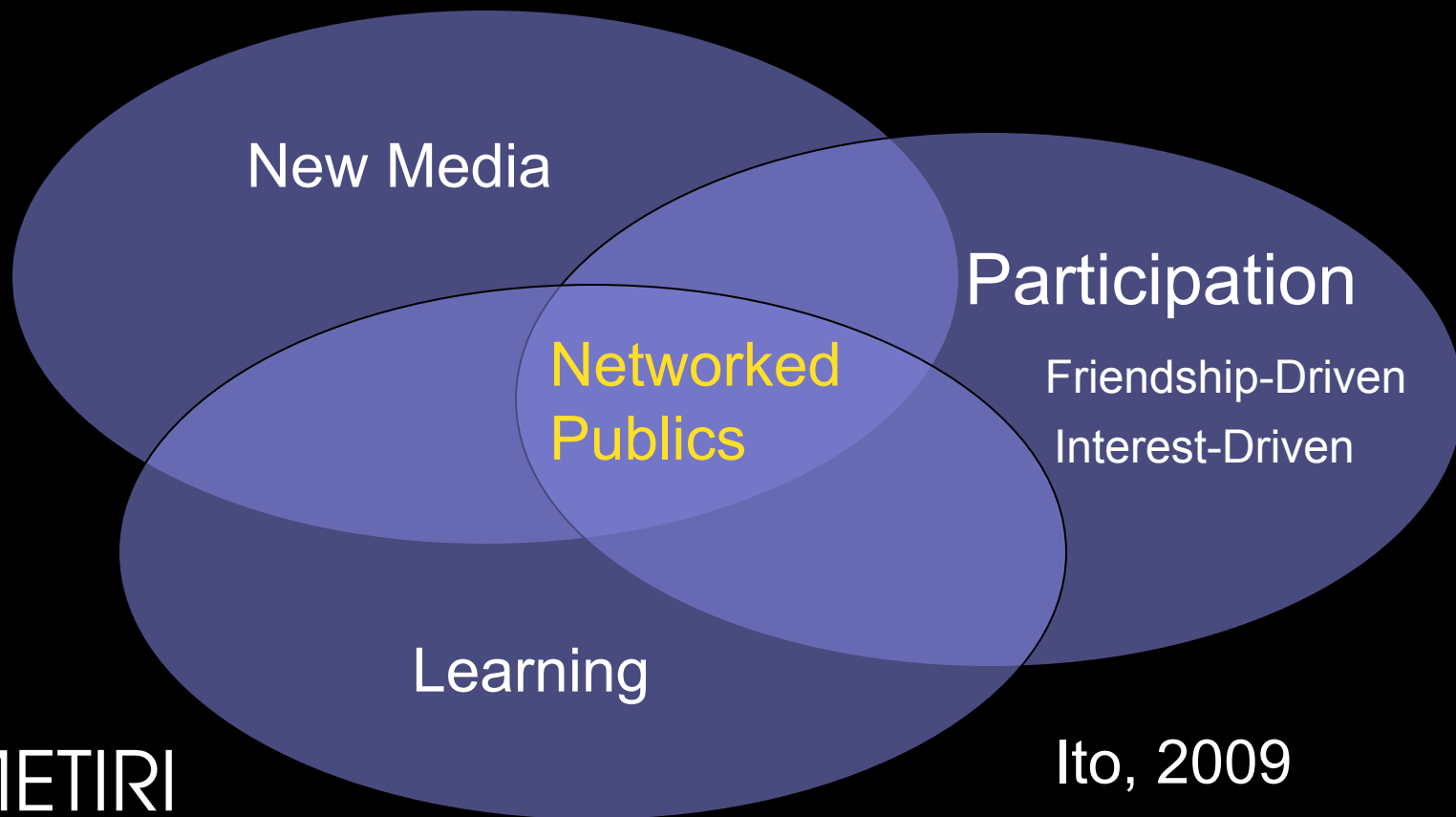
Lifelong and Lifewide Learning



Source: LIFE Center at Stanford

Youth focus in a new media ecology

...hanging out, messing around, and geeking out_



Global Awareness



OUR MISSION: To transform urban youth into successful students and global community leaders by engaging them in socially dynamic, content-rich learning experiences.

CREATING LEADERS THROUGH EXPERIENCE



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Teens, Multitasking & Background Tasking

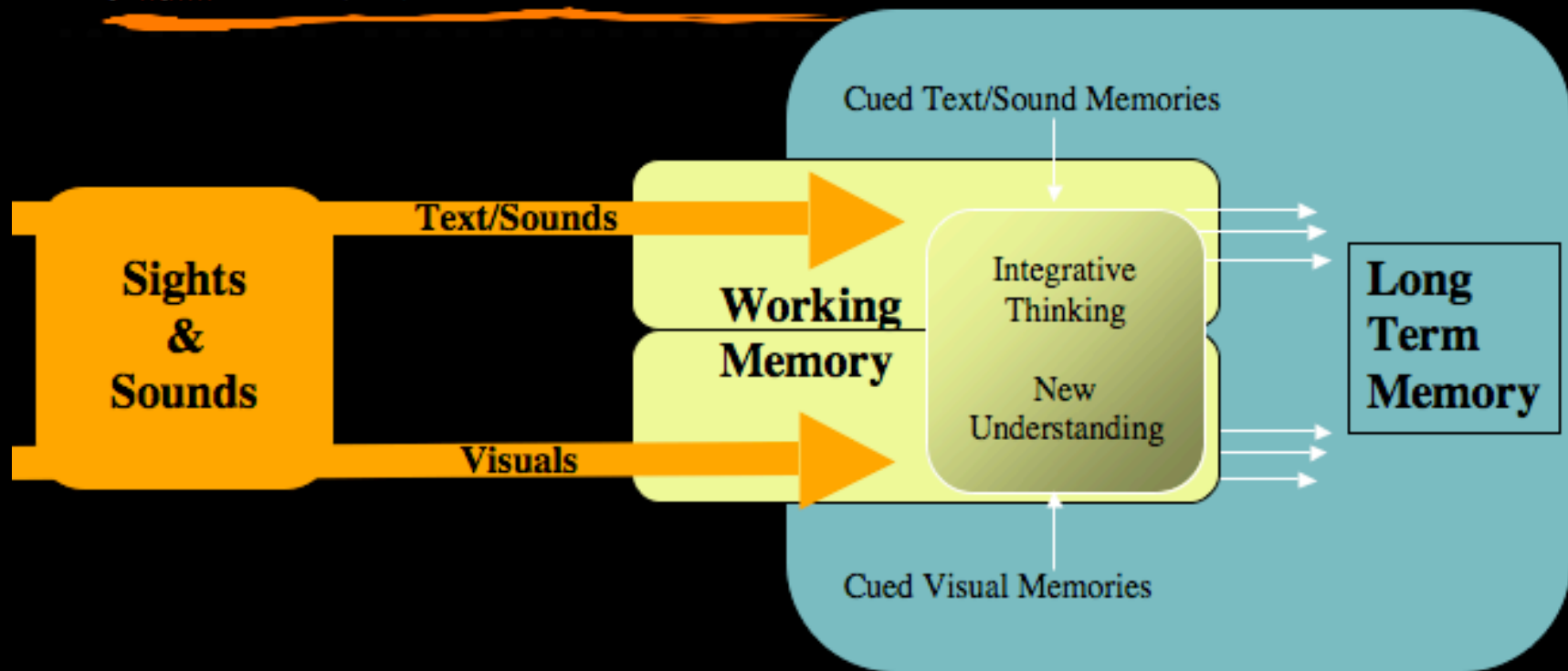


Distracted vs. Focused



Dual Memory Channels

Based on Models of Working Memory
By Myake and Shah (1999)



“Continuous partial attention!”

- Linda Stone, Microsoft

Student Engagement Matters



DEFIANT WITHDRAWN COMPLIANT TACTICAL INTRINSIC

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— “It's not attention deficit -
I'm just not listening!”



<http://flickr.com/photos/aaui/wes/>

Engaged Learners

Deep Learning

(Academics and
21st Century Skills)

Motivation
Curiosity
Interest

Learning Environments That Engage: Web 2.0 and Technology

Content/Substance

Organization

Novelty/Variety

Choice

Intellectual Safety

Affirmation

Affiliation

Product Focus

Product Standards

Authenticity

Csikszentmihályi, 1996; Schlechty, 2002; and Fredricks, Blumenfeld & Paris, 2004.



Web 2.0 & Mass Collaboration



Your students have access to:

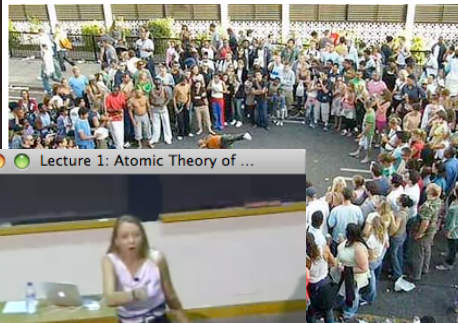


8.01 Physics I: Classical Mechanics
Fall 1999



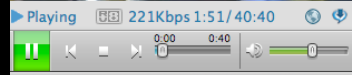
Professor Lewin puts his life on the line in [Lecture 11](#) by demonstrating Mechanical Energy.

18.098 / 6.099 Street-Fighting
Mathematics
January (IAP) 2008



Lecture 1: Atomic Theory of ...

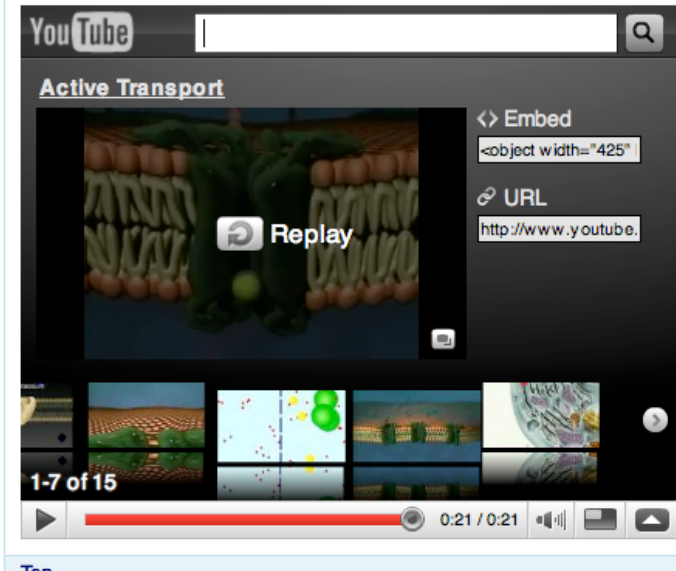
with Nature. (Image courtesy of Stephanie Robesky.)



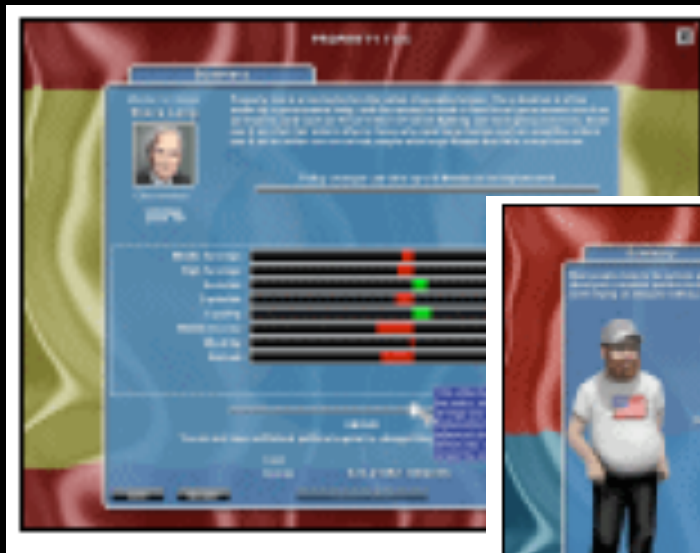
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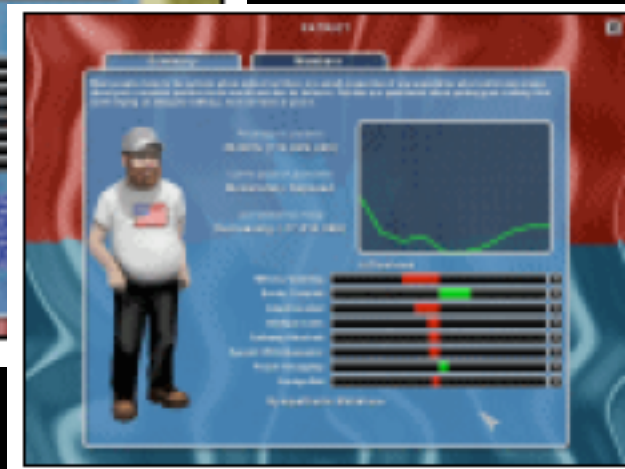
Active Transport Video



Interactive Gaming



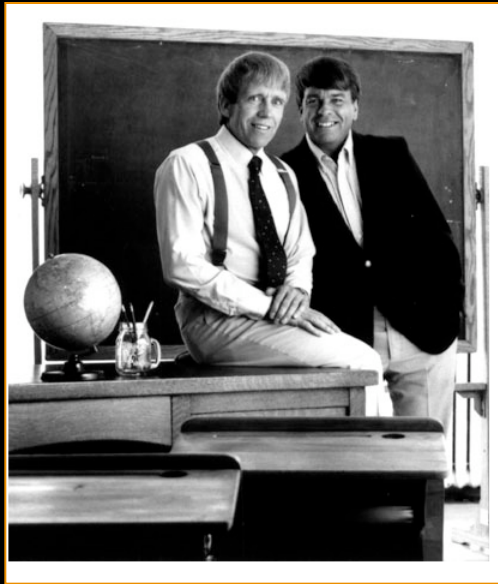
Stem Cell Research
School Prayer
Health Care
Death Penalty



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Johnson & Johnson

For moderate to complex learning,



Collaboration

TRUMPS

Competition

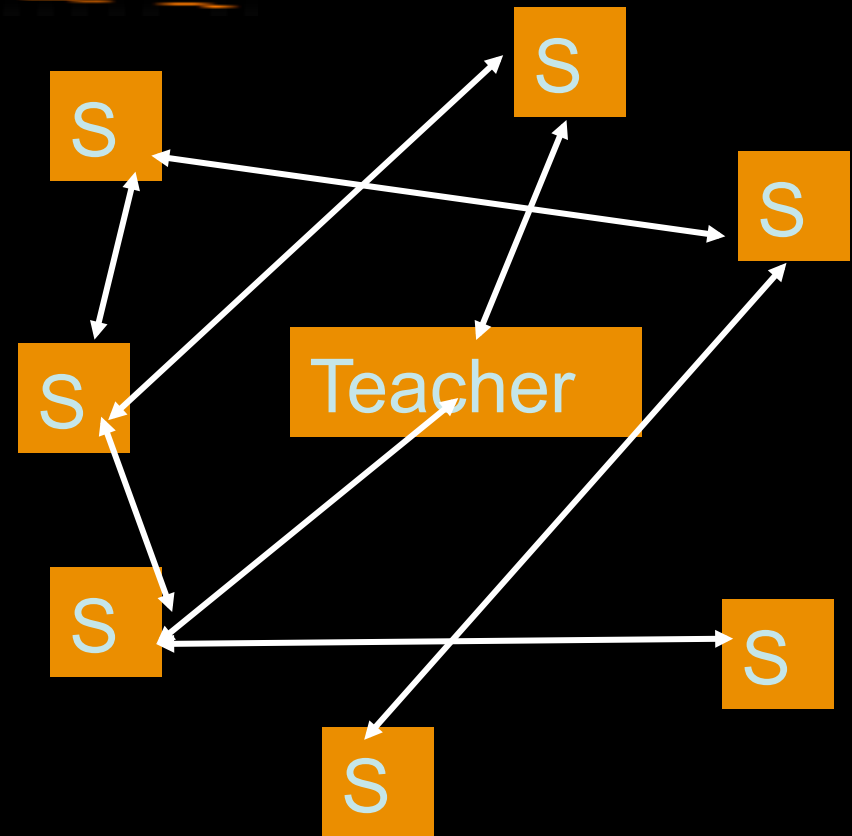
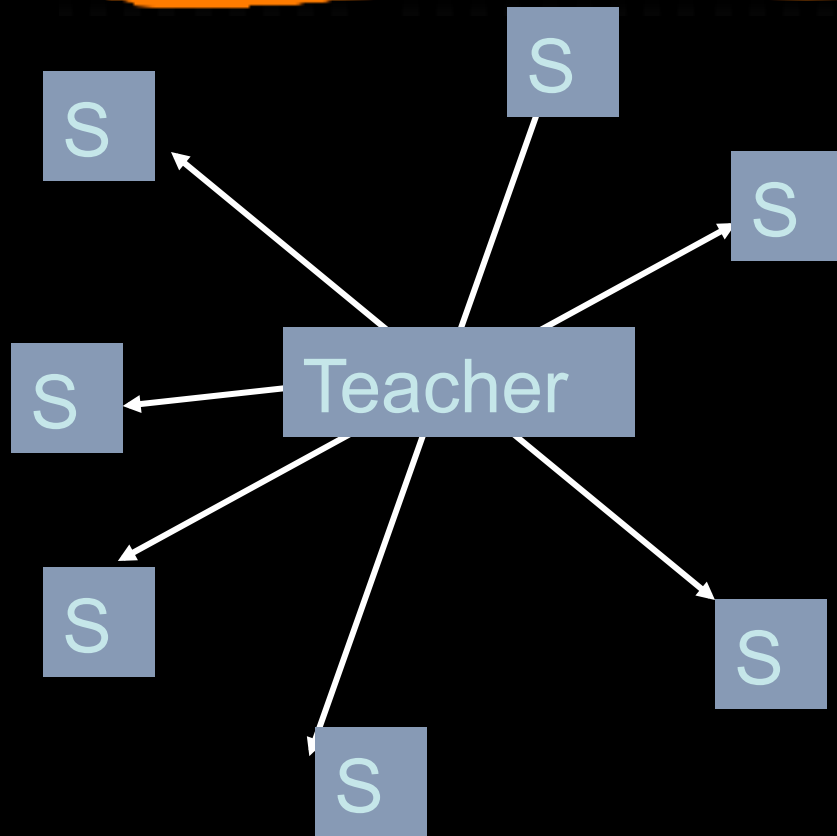
TRUMPS

Individual learning

Collaboration in Learning

1. Balance of formal and informal
2. Positive interdependence which promotes personal responsibility
3. Considerable promotive interaction
4. Shared workspace
5. Iterative group reflection and processing to improve effectiveness

Sustained Discussion?



Sustained Discussion

MEYER'S AP GOVERNMENT - OUR DAILY SHOW

YOU HAVE THE CHANCE TO COMMENT ON ISSUES, DISCUSSIONS, LIFE...ENJOY!

THURSDAY, SEPTEMBER 04, 2008

Why am I a ...

Here is your chance to define the label you place on yourself. Why are you a conservative? A liberal? A moderate? A Democrat? A Republican? An Independent? What do you believe in politically, philosophically, and ideologically?

Enjoy ... and remain civil.

POSTED BY MEYER AT 11:20 AM 158 COMMENTS

WEDNESDAY, JANUARY 23, 2008

A new resource???

In Saturday's Rocky Mountain News, the publisher, John Temple, announced his creation of redblueamerica.com. He decided that the current availability of internet (and cable!) allows us to set up our political camp as an exclusive place that tends to only involve people that think just like us. Those who tend to agree on policies and ideas

ABOUT ME

MEYER
THE BUBBLE, COLORADO, UNITED STATES

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[Why am I a ...](#)

[A new resource???](#)

[Constitution Day \(Week\)](#)

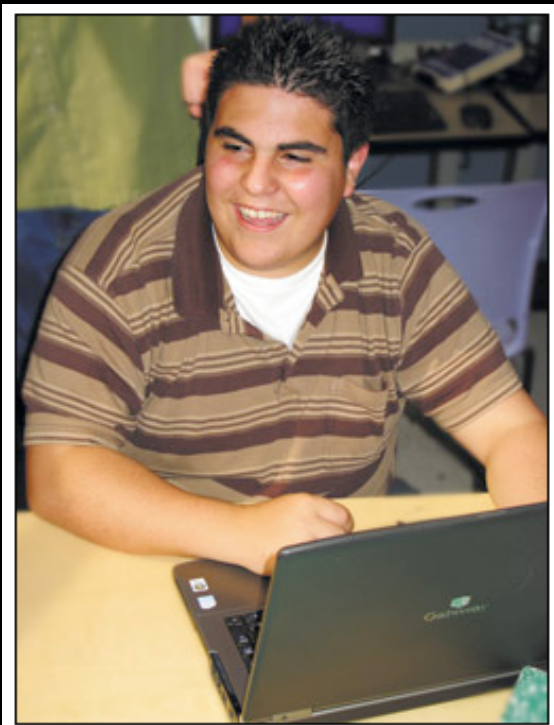
[So what party will you attend?](#)

[Define Moderate](#)

[Why am I a Liberal?](#)

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Blogging to Learn



A High Tech High student ventures into the blogosphere.

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Essential Question:
The Plague of Circumstance

What social, economic, or environmental factors cause the sub-Saharan African "Meningitis Belt" to have large epidemics of Meningitis which rarely occur in first-world countries?



<http://diseaseproject.blogspot.com/>

Student Honesty

SUNDAY, MAY 20, 2007

The Truths that All Teachers Know

So, this blog idea is both ingenious and evil. As I understand it, the idea is to make sure that students are actually, you know, doing their research. Generally the idea is that the teacher pretends that the students are taking the entire time given to complete the assignment, even though everyone knows that the assignment will get started maybe around 10:00 the night before it's due.

More student honesty

So Truth #1 is that students procrastinate. Truth #2 is that most students use wikipedia, despite it's bad rep for unreliable information. So I've decided that in the spirit of honesty I will first post the information that is found on wikipedia. Now, have no fear teachers, I will not rely on this information. I will merely use it as a starting point. What's kind of ironic about this is that I actually didn't go to wikipedia first, but I lost the name of the website I was on.

http://en.wikipedia.org/wiki/Meningococcal_disease

Truth in Physics

THE MOVIE PHYSICS RATING SYSTEM

In the name of physics decency, to protect the minds of children everywhere, so that they may grow up in a world where they know the difference between speed and velocity, we have taken the responsibility to rate movies for their portrayal of excessively bad physics. The system is as follows:

GP = Good physics in general

PGP = Pretty good physics (just enough flaws to be fun)

PGP-13 = Children under 13 might be tricked into thinking the physics were pretty good; parental guidance is suggested

RP = Retch

XP = Obviously physics from an unknown universe

NR = Unrated. When a movie is obviously a parody, fantasy, cartoon or is clearly based on a comic book it can't be rated but may still have some interesting physics worth discussing.

Voice Thread



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Earth Day Twitter Map By: Jeff Clark Date: Thu, 23 Apr 2009

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FlowingData

Strength in Numbers

Best of FlowingData – January 2009

POSTED BY NATHAN / FEB 5, 2009 TO BEST OF FLOWINGDATA / 1 COMMENT

FlowingData has seen a lot of new readers in the past couple of weeks, so in case you missed them, here are the top posts of last month.

1. [5 Best Data Visualization Projects of the Year](#)
2. [Visual Guide to the Financial Crisis](#)
3. [Why Do Freeways Come to An Annoying Halt](#)
4. [Watching the Growth of Walmart Across America, Interactive Edition](#)
5. [How to Make a Graph in Adobe Illustrator](#)
6. [Visualizing Twitter as Barack Obama Became 44th President](#)
7. [9 Ways to Visualize Consumer Spending](#)
8. [Watch the Rise of Gasoline Prices](#)
9. [Heavy Metal Band Names Flow Chart](#)
10. [Flow Chart Shows You What Chart to Use](#)

The new readers might also want to check out the [FlowingData beginn](#) stuff since I started this blog.

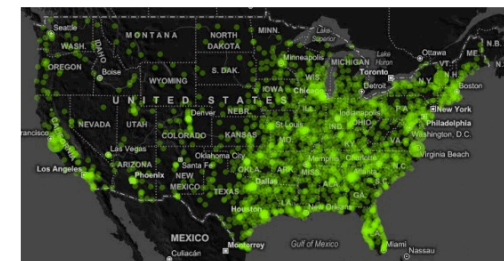


FlowingData

Strength in Numbers

Watching the Growth of Walmart Across America, Interactive Edition

POSTED BY NATHAN / JUL 10, 2008 TO DATA SOURCES, FEATURED, FLOWINGDATA PROJECTS, MAPPING / 63 COMMENTS



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Professional Learning Communities

The English Companion Ning

where English teachers meet to help each other

Groups



Teaching
with
Technology

435 members



Authors'
Corner

71 members



Graphic
Novels and
Comics

78 members



National
Writing
Project

53 members



Media
Showcase

17 members

NETTNI
Group



guest · Join · Help · Sign In · wikispaces

Web 2.0: Cool Tools for Schools

Collaborative Tools Protected page history notify me

Actions

- Join this Wiki
- Discussion
- Recent Changes
- Manage Wiki

Search

Navigation

Home

- Presentation Tools
- Collaborative Tools
- Research Tools
- Video Tools
- Slideshow Tools
- Audio Tools
- Image Tools
- Drawing Tools
- Writing Tools
- Music Tools
- Organising Tools
- Converting Tools
- Mapping Tools
- Quiz and Poll Tools
- Graphing Tools
- Creativity Tools
- Widgets
- File Storage & Web Pages

Teacher Resources

Collaborative Tools:

[Google docs](#)



Upload your files, edit anytime from anywhere, choose who can access your documents share and collaborate online.

[Vyew](#)



Give presentations, host webinars, or conduct team meetings. Leave content available for access over time. Upload docs, images or media. Options for chat or talk. Create and upload course content for real-time and anytime collaborative learning.

[Showdocument](#)



Launch or join a fully synchronised document collaboration session. Upload your document and invite friends.

[Phuser](#)



Have group discussions privately. Share photos and files securely. You choose who joins in. Keep track of many discussions easily.

[Timzon](#)



Collaboration tool enabling virtual teams to communicate effectively through video and across time zones.

[Springnote](#)



An online notebook. Create pages, work on them with friends, and to share files. A great tool for group projects as it allows group members to easily collaborate. Advanced search, numerous templates, and 2GB of free file storage. Access it from anywhere anytime.

[Swirrl](#)



Data collaboration online. A web application that allows your team to store, share, edit and analyze information. Combines the flexibility of spreadsheets and the power of databases with the collaboration features of a wiki.

[Dropio](#)

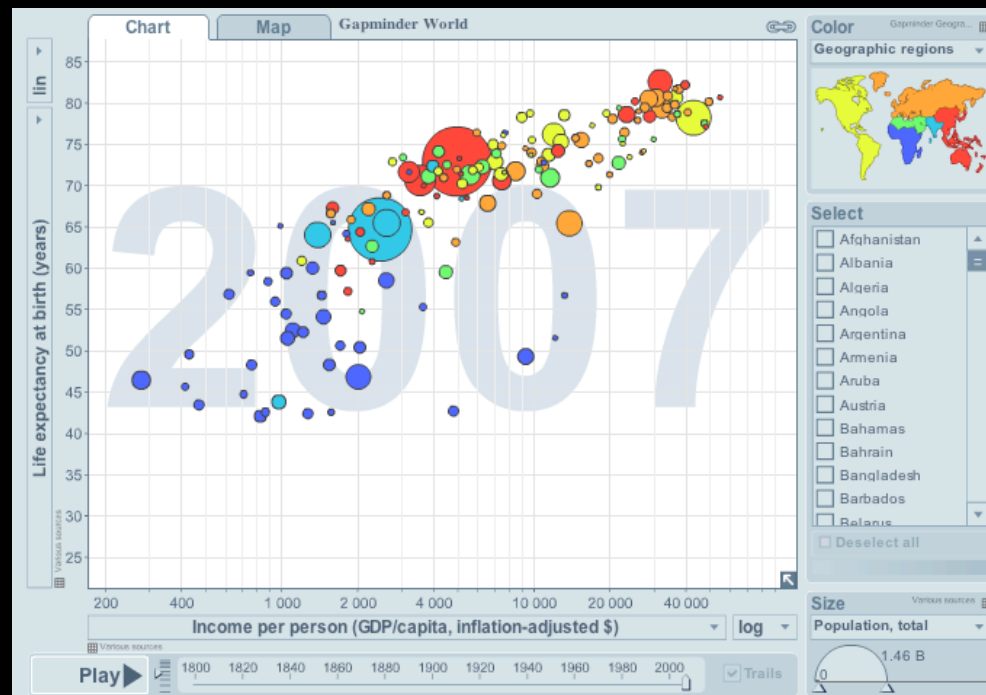


Set up a private space to drop any files by phone, email, web, widget or fax and then share them with whoever you want via a variety of outputs.

4 Democratization of Knowledge

Digital Content

GAPMINDER



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ICT Literacy

21st Century Information Fluency

Google Custom Search

Search this Site

Tutorial Directory: Hands on Digital Information Fluency



MicroModules are self-paced, on-demand learning experiences each tailored to a specific topic. They are designed as 10-15 minute tutorials. Many MicroModules contain audio and/or video segments to communicate key concepts. **Please note:** As of July 12, 2006 the pre and post quizzes are no longer available online. Please contact us at 21cif@imsa.edu if you have any questions.




Internet Search Challenges test your strategies and tactics as you attempt to solve Internet research problems efficiently and effectively. Combine play and performance while you strengthen your Internet searching and evaluation skills.

©2009 Information Fluency

Last updated: 22 Jan 2009

Tutorials/Simulations

**Flying Pig**
Paper Animation Kits

Flying Pig Shop

View Basket

Home

Contact Us : Tell a Friend

Mechanisms Index

Watch Escapement

Motion

Mechanisms

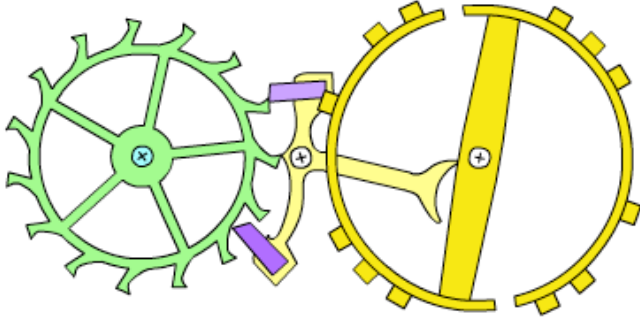
Compound Mechanisms

Escapement

Stirling Engine

Trebuchet

Steam Engine



The watch escapement is the centre of the time piece. It is the escapement which divides the time into equal segments.

The balance wheel, the gold wheel, oscillates backwards and forwards on a hairspring (not shown) As the balance wheel moves the lever is moved allowing the escape wheel (green) to rotate by one tooth.

The power comes through the escape wheel which gives a small 'kick' to the palletes (purple) at each tick.

© Rob Ives / Flying Pig 2000-2004

Modeling



Engaged Learners

Deep Learning

(Academics and
21st Century Skills)

Motivation
Curiosity
Interest

Learning Environments That Engage: Web 2.0 and Technology

Content/Substance

Organization

Novelty/Variety

Choice

Intellectual Safety

Affirmation

Affiliation

Product Focus

Product Standards

Authenticity

Csikszentmihályi, 1996; Schlechty, 2002; and Fredricks, Blumenfeld & Paris, 2004.

Global Meeting Places (IEARN)

**kids
ON THE
wire**

NEWSCLIPS FROM OUR
DAILY WIRE SEARCH


[See today's news feature](#)

yourstories
CONTRIBUTIONS FROM
OUR READERS

Learn what others are doing


HAVE A STORY FOR WKCD?
Want to bring public attention
to your work? WKCD invites
submissions from youth and
educators worldwide.
[Write to us](#)

THE HIDDEN COST OF CASHMERE



Home » Special Collections » Adobe Youth Voices

Adobe Youth Voices: '07-'08
Beijing, Hungary, Romania, Prague



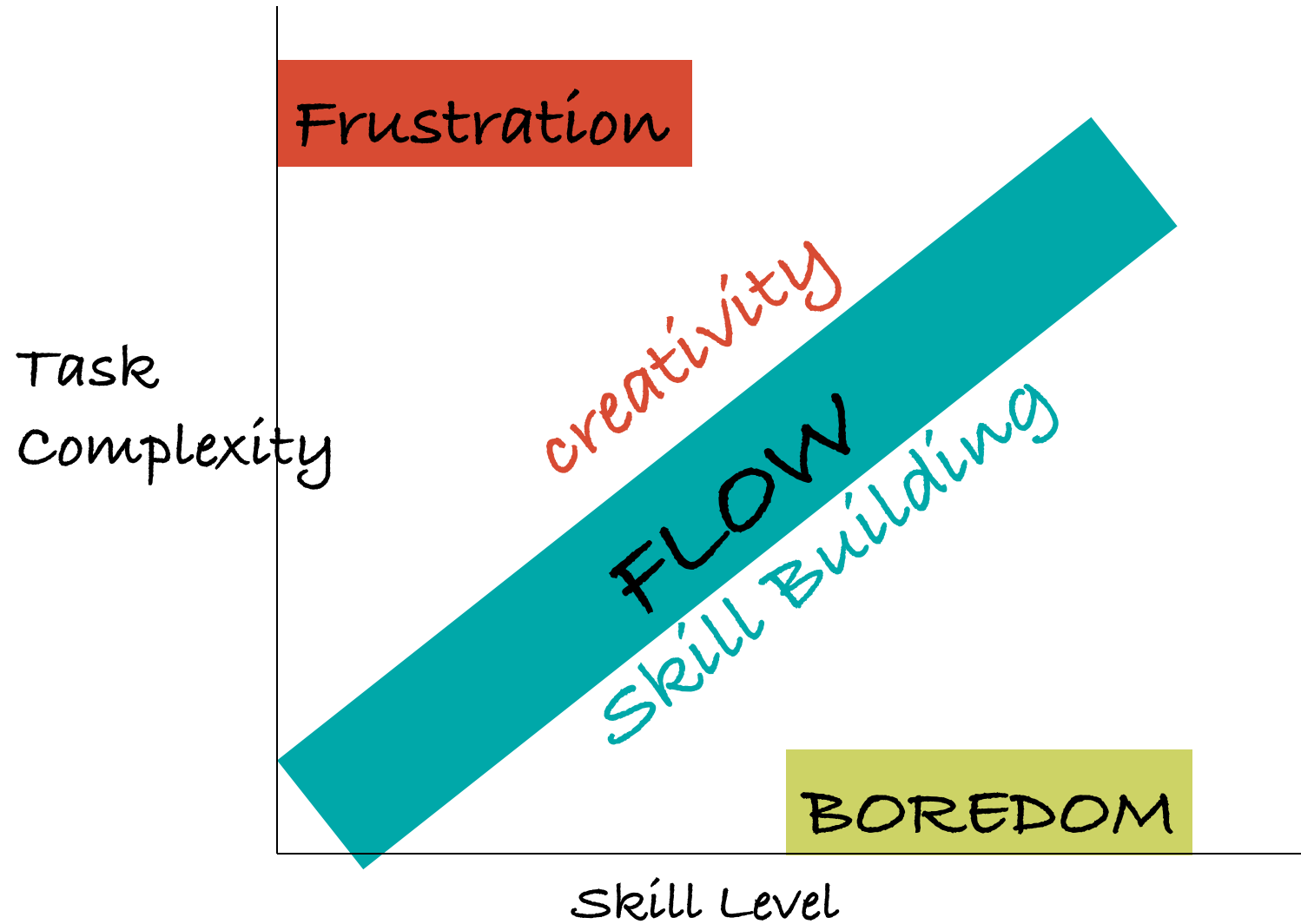


Inquiry and Authenticity

Authenticity

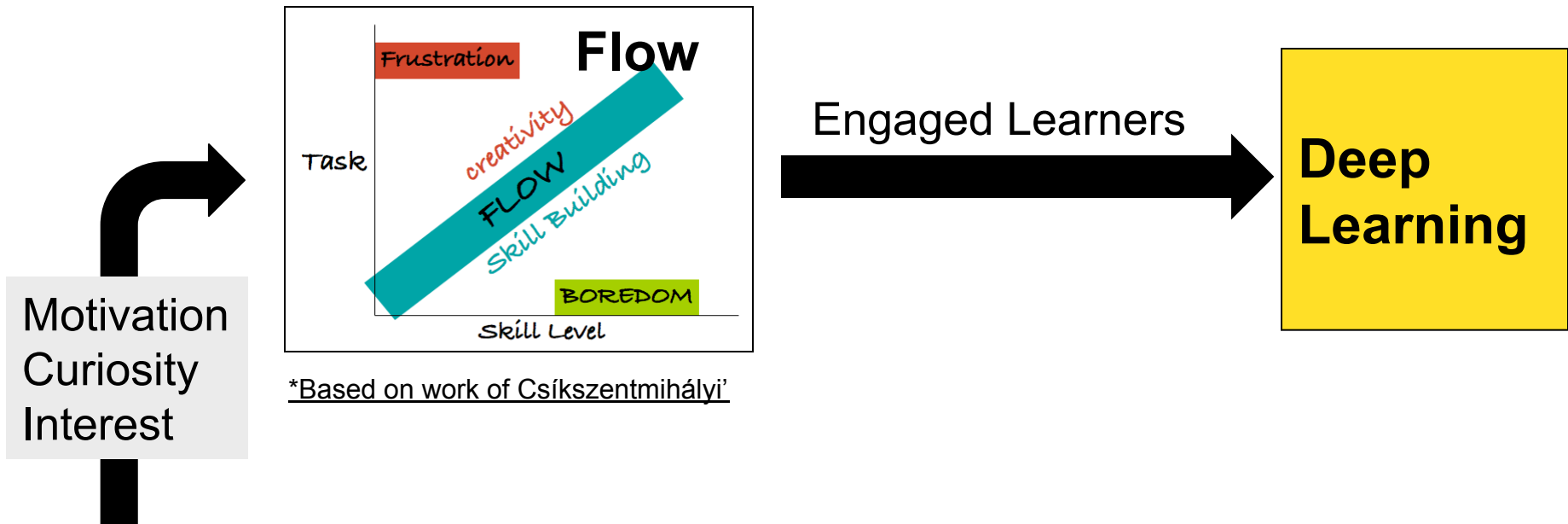


- *Deep Learning*
 - *Higher-Order Analysis*
 - *Disciplined Inquiry*
 - *Elaborated Communication*
- *Student Construction of Knowledge*
- *Relevance Beyond the Classroom*



Engaging Students in Deep Learning

© Metiri Group



Learning Environments That Engage (Web 2.0)

CONTENT/SUBSTANCE	ORGANIZATION	NOVELTY/ VARIETY	CHOICE
INTELLECTUAL SAFETY	AFFIRMATION	AFFILIATION	
PRODUCT FOCUS	PRODUCT STANDARDS	AUTHENTICITY	

*Based in part on the work of Philip Schlechty (2001) and Jennifer Fredricks (2004)

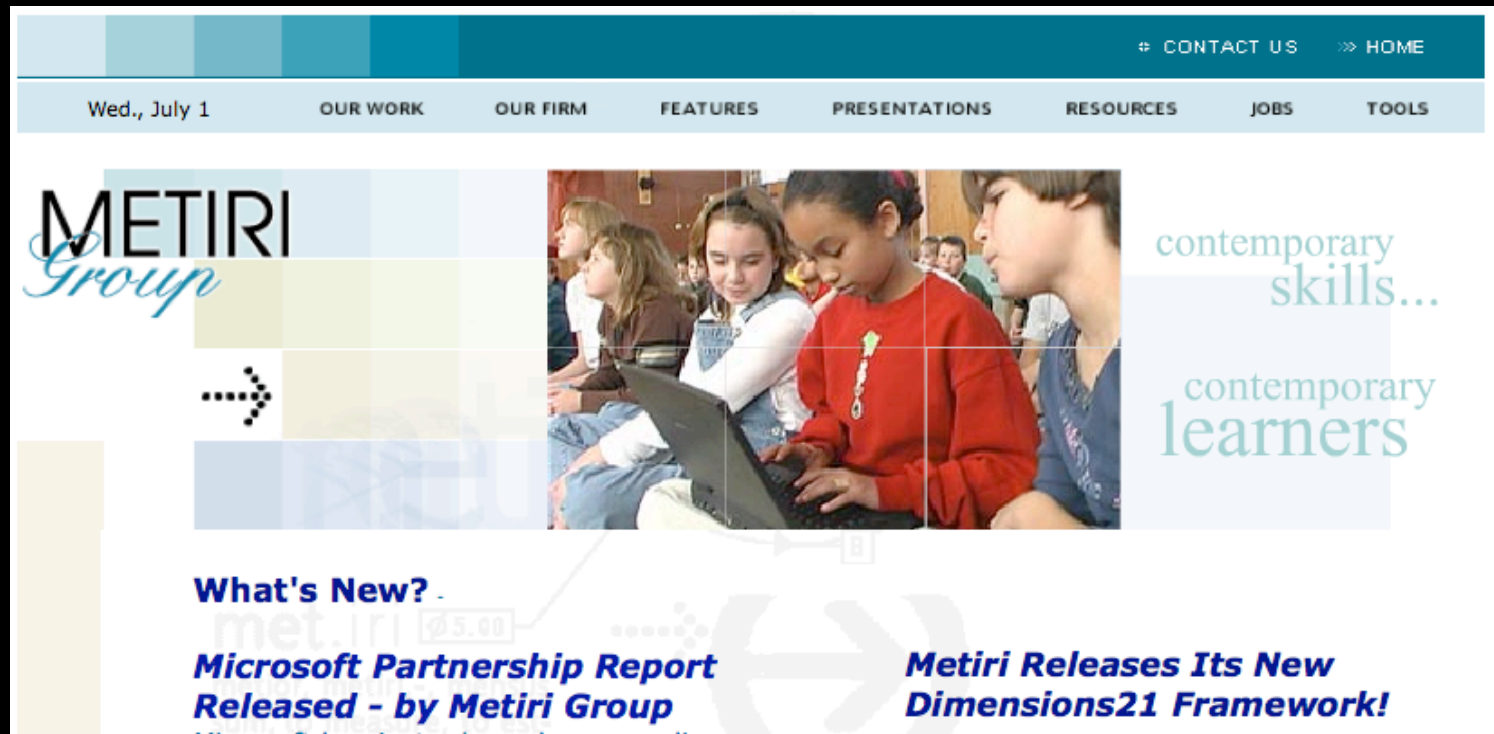
Democratization of Knowledge – Collaboration - Multimodal Learning – Authentic Learning

Three Perspectives on Learning



Kai Hakkarainen, et al

www.metiri.com



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